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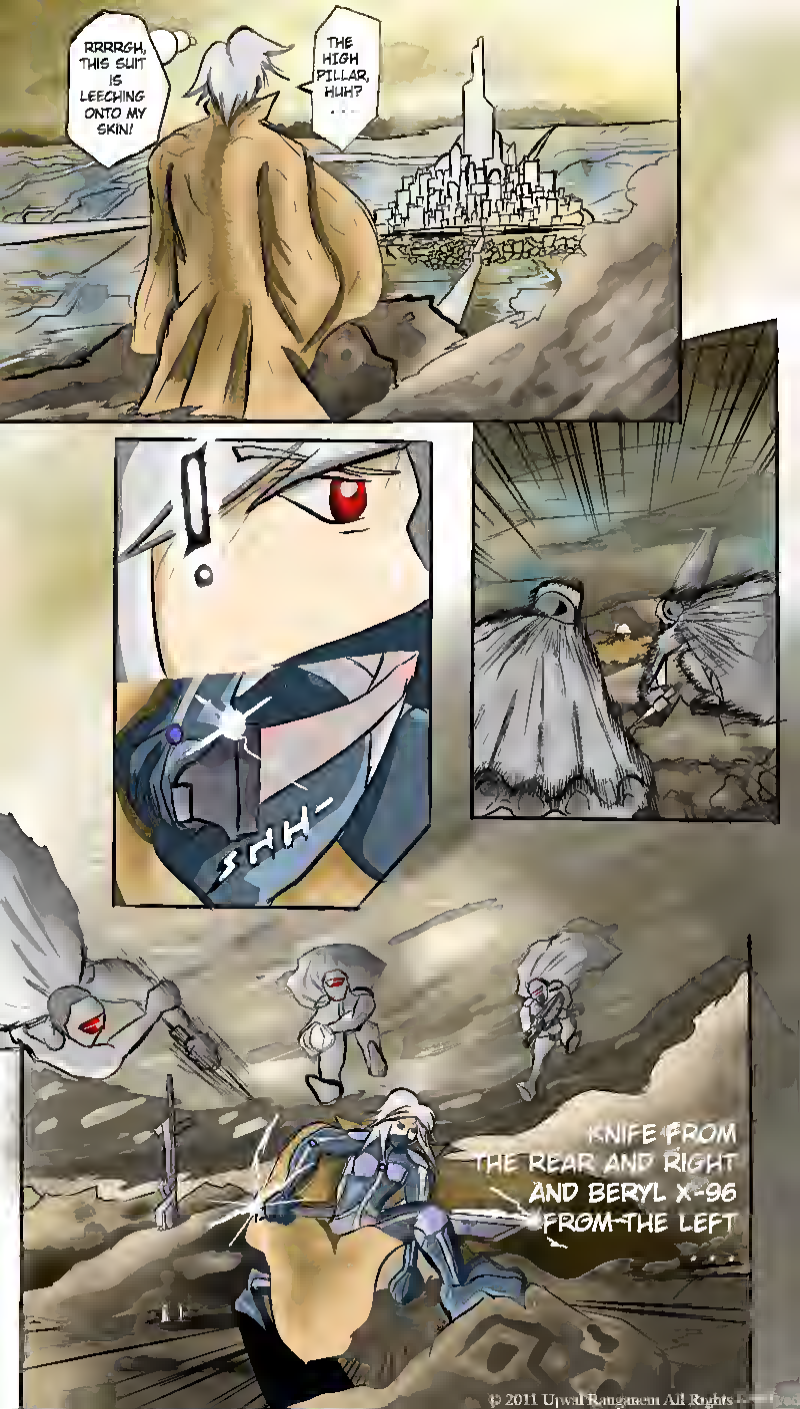

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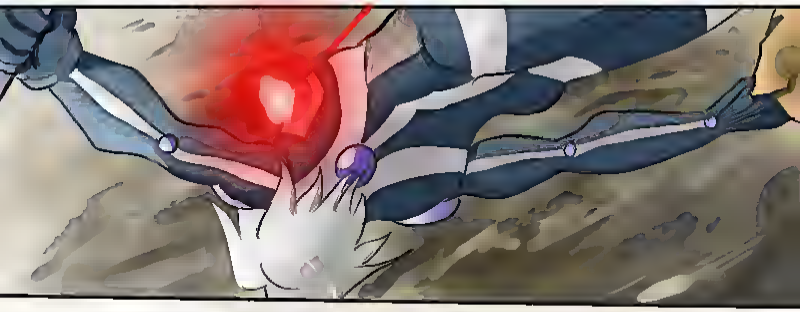

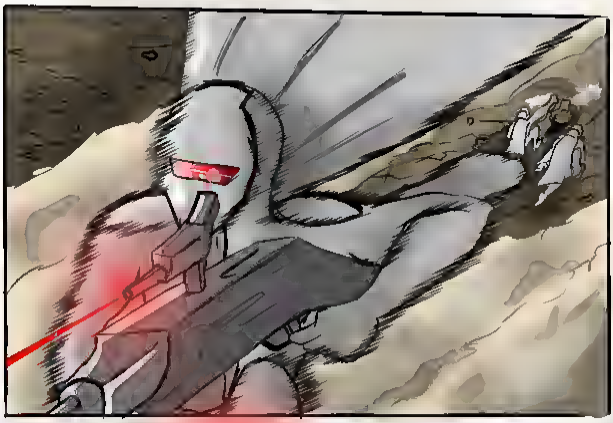

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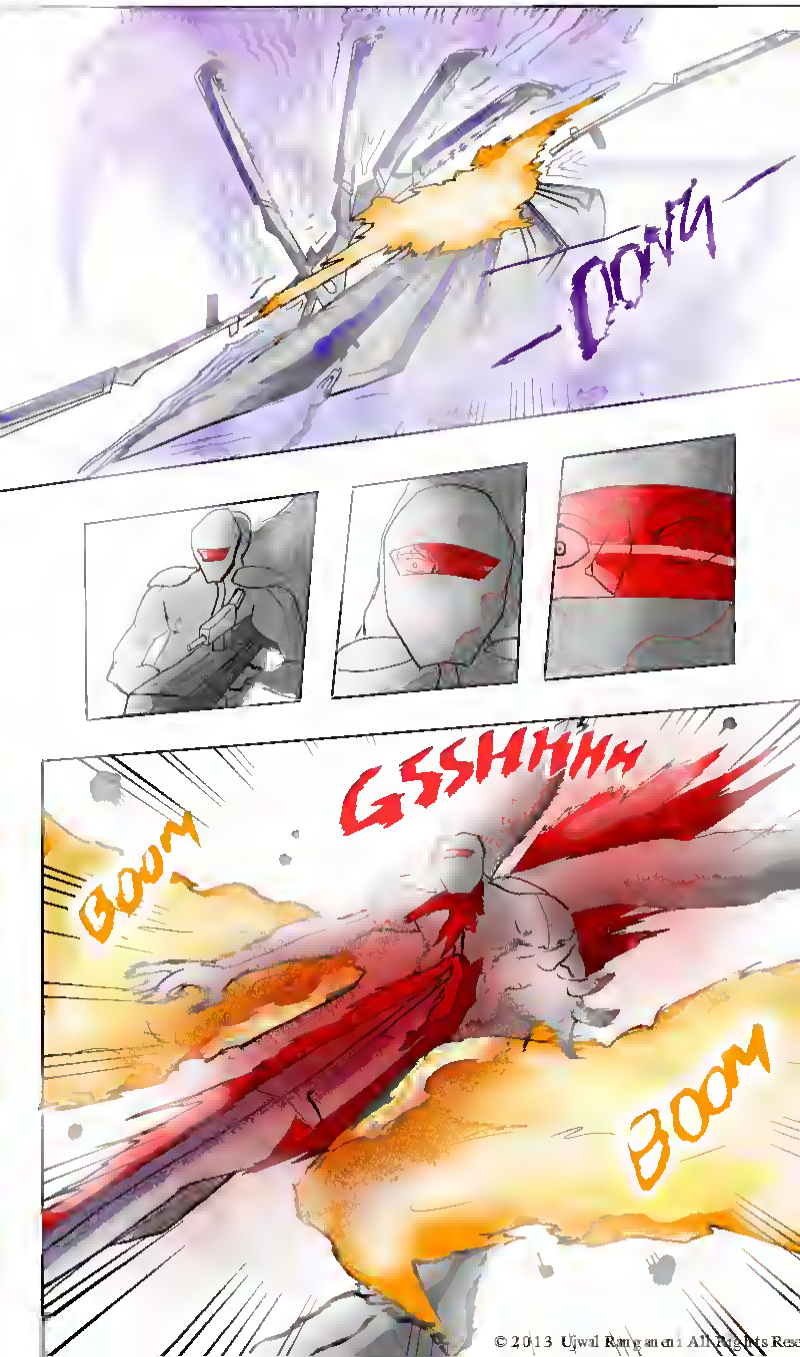
FWOOSH



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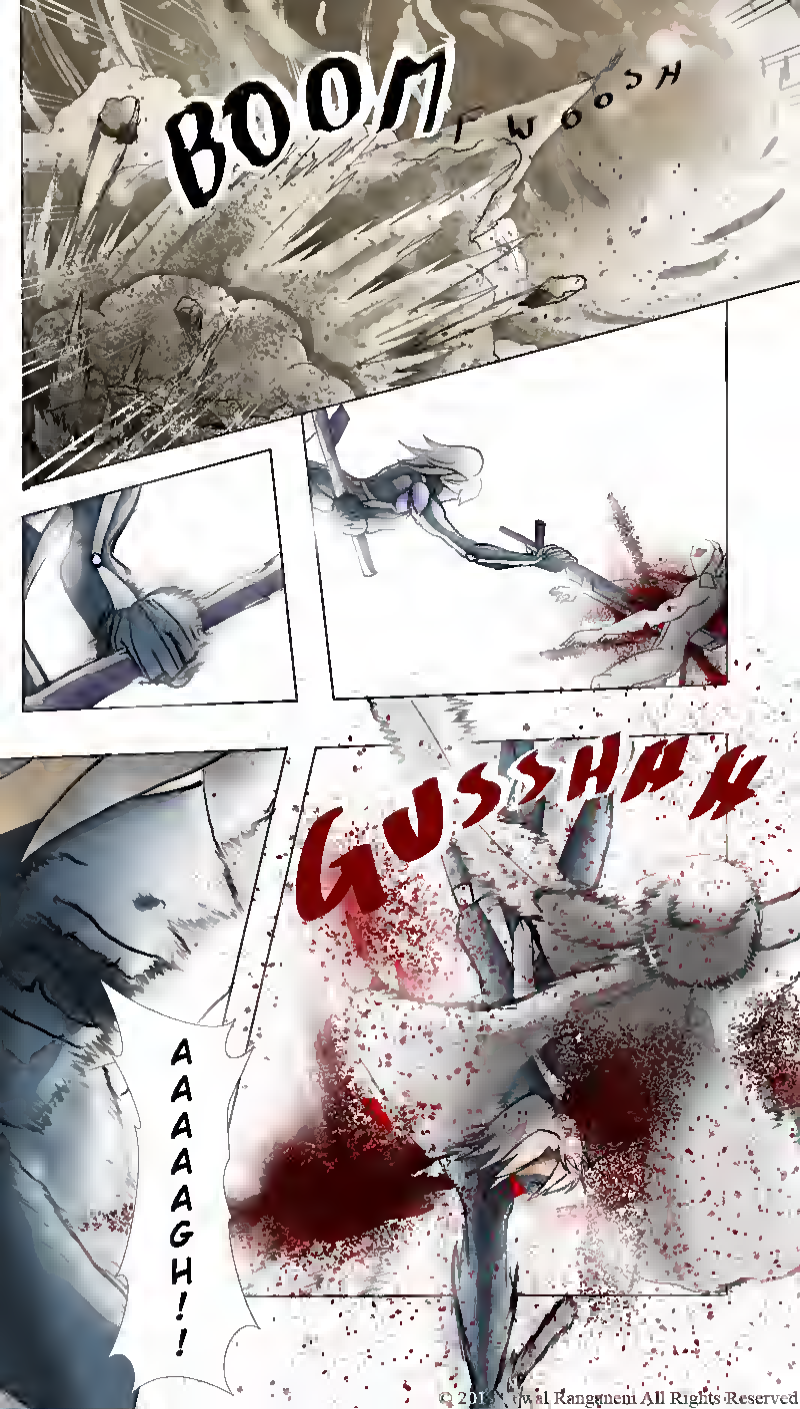

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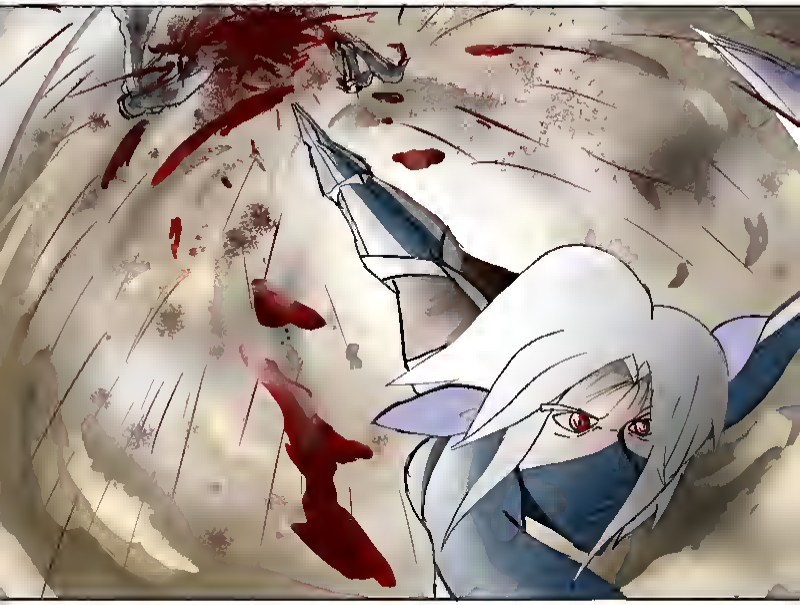

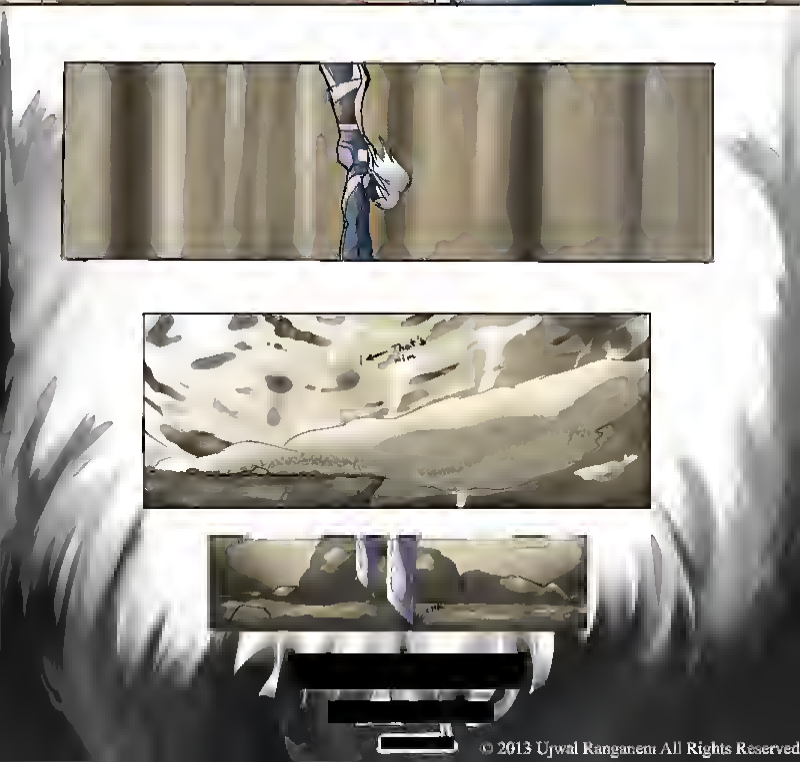

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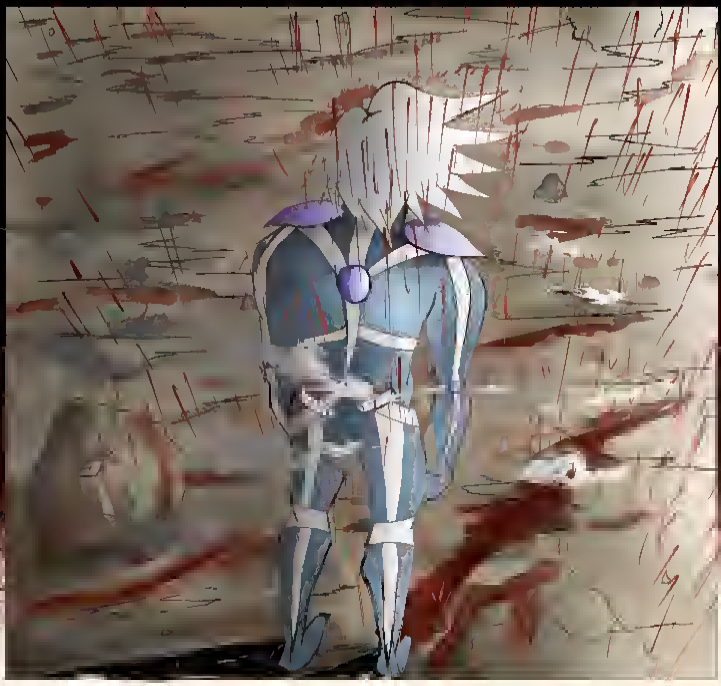

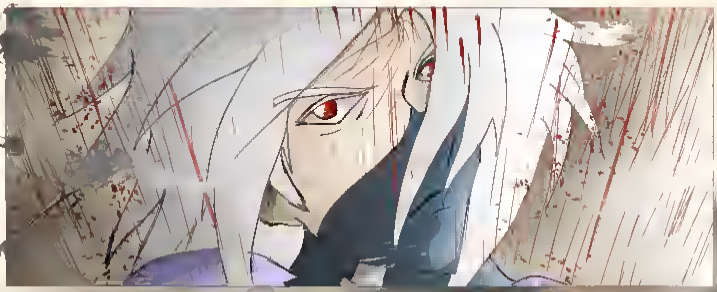

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OOF, THAT'S A LONG DROP . . .
LOOKS LIKE THE DUST BOWL'S CLEARED TIME, TO DO SOME RECONNAISSANCE
DAMN! I'VE LOST TOO MUCH ENERGY, NANOTECH ISN'T RESPONDING . . .
THE AURA SOURCE BETTER BE HERE!
CHK'EK

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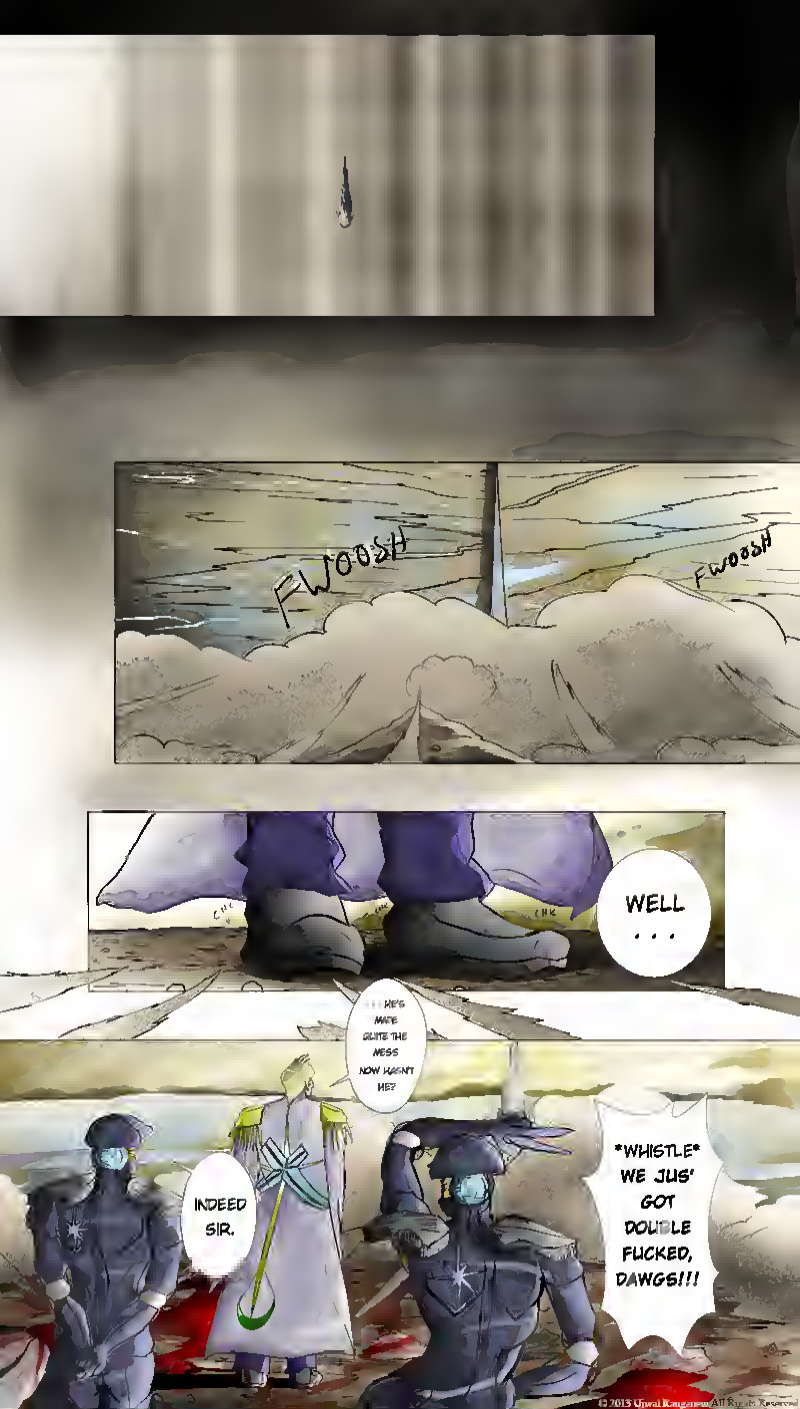

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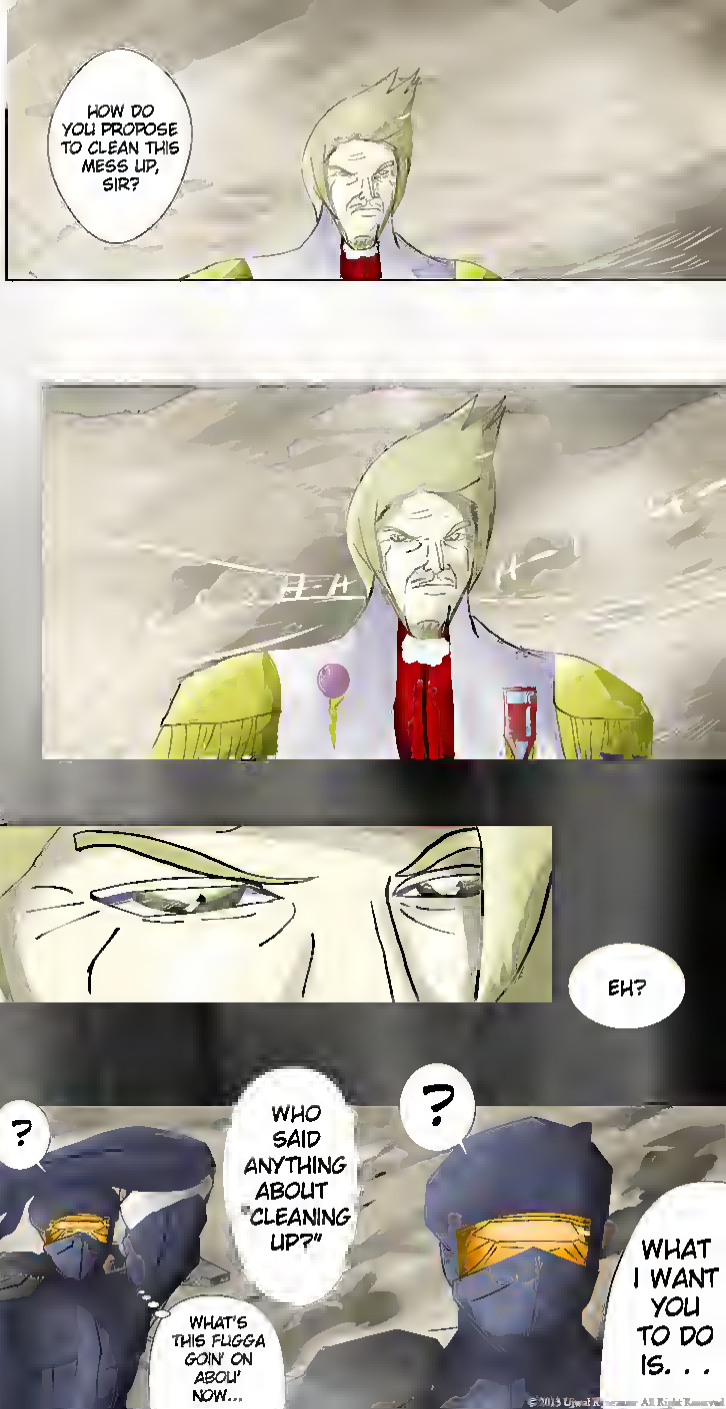
HOW DO YOU PROPOSE TO CLEAN THIS MESS UP, SIR?
EH?
?
WHO SAID ANYTHING ABOUT "CLEANING UP?"
?
WHAT'S THIS FLIGGA GOIN' ON ABOU' NOW...
WHAT I WANT YOU TO DO IS. . .
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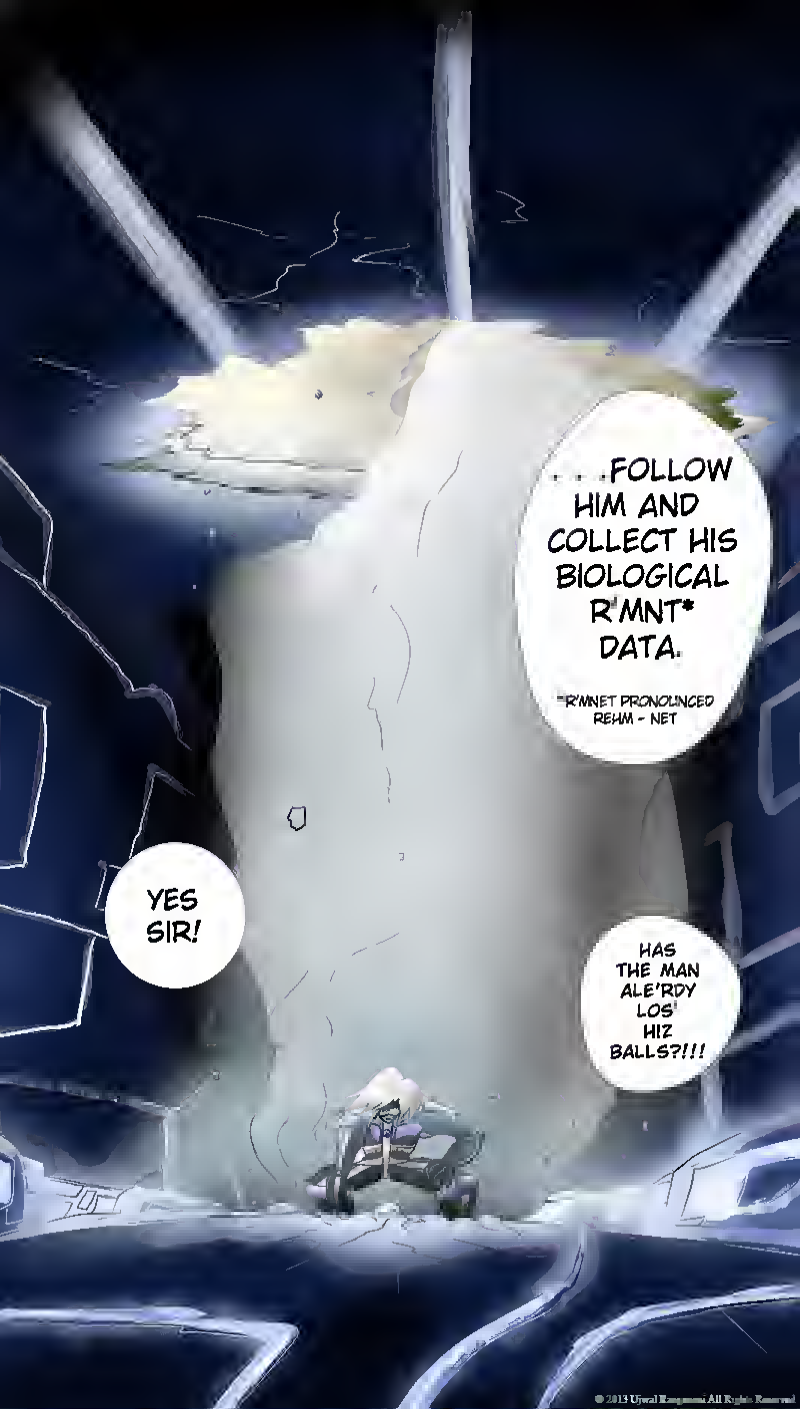

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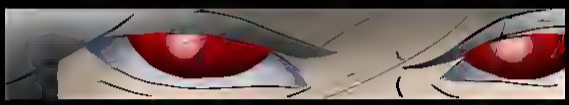
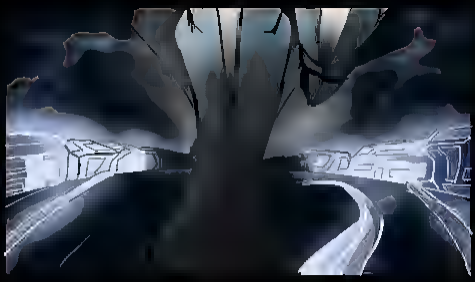
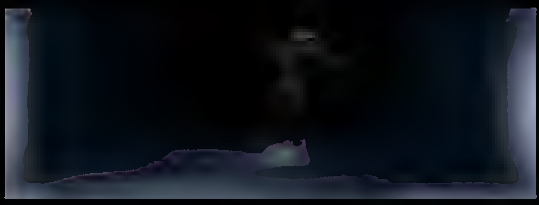


RUN . . .



RUN . .

RUN .



RUN!!!

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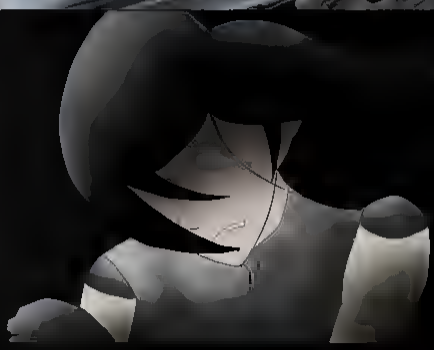

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ALMOST THERE. . .
KRASH-BOOM

GOTTA MOVE MY LEGS!

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!
TWITCH
SHIT
SHIT
SHIT. . .
SHIT. . .
SHIT. . .
SHIT. . .
SHIT. . .
SHIT. . .
SHIT !!!

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HMPH. . . LOOKS LIKE I MADE IT IN TIME. THE LAST THING I NEED IS TO CLEAN UP HER SPILLED GUTS.
EHHHHHH
HUH?
WHAT THE HELL HAPP-ENED HERE ?!
SNAP!!!

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I THINK THERE WAS TOO MUCH EXPLOSIVE POWER IN THOSE BOMBS. . .
ONLY ONE AS STUPID AS YOU WOULD "THINK!!" UNDER WHAT JURISDICTION COULD YOU HAVE POSSIBLY CONCEIVED THE IDEA TO USE AURA COMPRESSION ON EXPLOSIVE FIREPOWER?! YOU BETTER HOPE SHE'S NOT DEAD.
I DON'T KNOW WHAT YOU'RE GETTING SO WORKED UP ABOUT: I AM ALL FOR THE SENSELESS LUST OF CARNAGE AND BLISS OF FIREPOWER . . .
. . .AND WATERPOWER . . .
. . . JUST. . . . . GO. . . AND "FUCK" A LANDMINE!
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HUH? WHAT'S THIS?
WARNING! UNIDENTIFIED CORE IS PROCEEDING TOWARDS HIGH TOWER
HMPH! SO IT FINALLY SHOWS UP. . .
WELL THIS CHANGES OUR SITUATION, BUT NO MATTER . . .
. . .THE MISSION WILL PROCEED AS PLANNED . . .
FIRST PRIORITY, SECURE AR[illegible] CORE AT TIER 2 OF THE HIGH TOWER . . .
WARNING! UNIDENTIFIED CORE IS PROCEEDING TOWARDS HIGH TOWER
. . .SECOND PRIORITY, ELIMINATE ALL RECTOR XSHANDIUM UNITS . . .
WARNING! UNIDENTIFIED CORE!
. . .THIRD PRIORITY . . .
UNDER TIER 3
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. . .FAN?
?
DUE TO THE UNEXPECTED PRESENCE OF THE "MOVING CORE" . . .
. . .IF YOU HAPPEN TO COME ACROSS A MAN IN A BLUE BIOSUIT . . .
. . . DISENGAGE . . .
. . .AND RUN.
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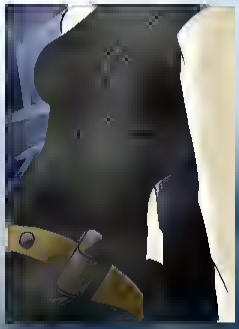

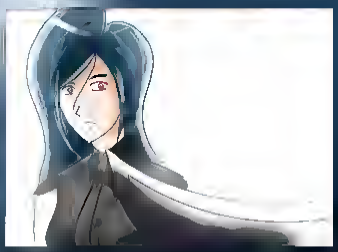

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